

**IN THE SPECIFICATION**

Please replace the paragraph beginning on page 8, line 5, with the following rewritten paragraph:

In this prior art method of halftoning, threshold array 302 remains constant while the image is halftoned. For example, if the image is rendered on a display, the image is halftoned each time the image is drawn to the screen. In this situation, the halftone parameters do not change when the image is drawn and re-drawn to the screen because the same threshold array is used to halftone the images.

Please replace the paragraph beginning on page 8, line 12, with the following rewritten paragraph:

Figure 4 depicts an exemplary method for halftoning using a time-variable halftone mask according to the present invention. Image 400 is to be halftoned using four separate and independent halftone masks 402, 404, 406, 408. Halftone masks 402, 404, 406, 408 were created independent of one another and are preferably stored in memory. When image 400 is to be halftoned, halftone mask 402 is used first to halftone image 400. Preferably, halftone mask 402 is placed at the initial pixel 410 and then tiled over the entire image. Halftone mask 404 is then selected and tiled over the image, followed by halftone mask 406. Finally, halftone mask 408 is selected and tiled over image 400. The halftoned images are then viewed in a continuous sequence in time. Because the halftone parameters change from one image to the next, the visibility of artifacts in the pattern is reduced compared with the patterns created by prior art methods.

Please replace the paragraph beginning on page 10, line 26, with the following rewritten paragraph:

The method used to obtain the halftoned frames, however, is not limited to thresholding by halftone masks. Any spatial halftoning technique, acting on an area larger than a pixel, can be used with the present invention by simply varying the halftoning parameters over time to create different halftone frames to be viewed in sequence. The halftone pattern needs to change from one frame to the next. This causes the visibility of artifacts in the halftone pattern to be reduced when the sequence of frames is displayed.